elektraLite

eyeBall IP65

USER MANUAL

Elektralite (a division of Group One),
70, Sea Lane, Farmingdale, NY11735, U.S.A.
T. +1 (631)-396-0184. F. +1 (631)-396-0190
WWW.MYELEKTRALITE.COM

1. Unpacking

Thank you for choosing the **elektraLite eyeBall IP65** fixture. For your own safety, please read this manual before installing the fixture. This manual covers important information on installation and applications. Please keep this manual for future reference.

The **eyeBall IP65** fixture uses 7 high powered 12 watt leds in a balanced arrangement giving incredible output. Please unpack it carefully and check whether it was damaged in shipping.
The following items should be in the box with the fixture:-

A short cable with a water resistant connector at one end and an Edison connector at the other.
A short cable with a water resistant connector at one end and a 5pin Male DMX connector at the other.

2. Safety Instructions.

This device has left the factory in perfect condition. In order to maintain this condition and to ensure a safe operation, it is absolutely necessary for the user to follow the safety instructions and warning notes written in this user manual. The **eyeBall IP65** is a high voltage fixture. Be careful when dealing with high voltages.

Please read this manual. If you do not read this manual and damages occur to the eyeBall IP65, then it could void the warranty.

The electric connection must be carry out by a qualified person and it is absolutely essential that the **eyeBall IP65 be grounded**. This is imperative and is a safety issue. So under no circumstances break off the ground pin on the Edison plug or use the fixture where a ground is not present. A ground pin, like the fuse for the **eyeBall IP65** is there for safety.

Always disconnect the **eyeBall IP65** from the power source, when the device is not in use or before cleaning it. Only unplug **eyeBall IP65** from the power cord. Never pull out the plug out by pulling on the power cord.

Please keep the **eyeBall IP65** away from children and the general public. Please be intelligent and use common sense when operating the **eyeBall IP65**.

3. General Guidelines.

ElektraLite eyeBall IP65 is a lighting fixture for professional use.
ElektraLite eyeBall IP65 should only be operated at between 120 to 240 volts.
ElektraLite eyeBall IP65 should not be operated 24/7 (24 hours a day; 7 days a week).
ElektraLite eyeBall IP65 needs operation breaks to ensure that it will work for a long time without problems. Please do not shake the **eyeBall IP65** and avoid using brute force when installing or operating it.
When choosing the location to install the **eyeBall IP65**, please make sure that it is not exposed to extreme heat. Make sure that the fixture has a good amount of free space around it for air flow. Do not install it in a confined space or have insulation around the fixture. The minimum distance between the **eyeBall IP65** and the illuminated surface must be more than 3 feet.
Always mount the **eyeBall IP65** with an appropriate safety cable.
Operate the **eyeBall IP65** only when you are familiar with the features on the fixture. Do not permit operation by persons not qualified.
All modifications to the **eyeBall IP65 will invalidate the warranty. There are absolutely no exceptions.**
If **eyeBall IP65** is operated in any way different to the one described in this manual, **eyeBall IP65** maybe damaged and the guarantee will be void.

4. Installation

Please ensure that the **eyeBall IP65** is hung using the appropriate "C" clamp or half cheeseboro. A safety chain or cable should also be used as a secondary point of holding the fixture in case the clamp comes loose. **Never hang the fixture without a safety chain or cable**.
If you are not qualified or have any doubts about hanging the **eyeBall IP65** then do **NOT** hang it.
Do not clamp the cable to the U bracket or clamp. That is not a secondary safety point.
A secondary safety point is any point that will adequately hold the **eyeBall IP65** if the "C" clamp or half cheesboro fails. Then the safety cable would be the backup and stop the fixture from falling to the ground. So do **NOT** fix the safety to the same place that the "C" clamp is attached.
The **eyeBall IP65** is kept cool by conducting the heat away from the leds using the body's fin design. As a result the fins and the surrounding area should be "open" all around the fixture. Do not block the fixture into a tight location. For example,Do not try to mount the **eyeBall IP65** like a "high hat" in a soffit surrounded by insulation; the fixture would fail to operate due to overheating.

5. DMX-512 Control Connection and Power Connection

POWER:
The **eyeBall IP65** comes with an Edison 120V connector to an outdoor water resistant connector cable. Extension cables (water resistant connector to water resistant connector) are available as accessories.

DMX 512 CONTROL:
The **eyeBall IP65** come with a 5 pin XLR connector to an outdoor water resistant 3 pin connector cable.
Extension cables (water resistant connector to water resistant connector) are available as accessories.

6. Menus in the fixture.

Root Menu	Sub Menu 1	Sub Menu 2
STAT (STATIC LOOK)	RED	0-255
	GREEN	0-255
	BLUE	0-255
	WHITE	0-255
	STROBE	0-255
AUTO (AUTOMATIC)	Red	
	Green	
	Blue	
	Yellow	
	Cyan	
	Purple	
	White	
	Effect #1	
	Effect #2	
	Effect #3	
RUN	DMX 512	
	SLAVE	
ADDRESS	ASSIGN DMX CHANNEL	1-512
	ID address	1-255
PERSONALITY	STAG(E)	
	ARC.1	
	ARC1.D	
	ARC2	
	AR2.D	
	AR2.S	
	HSV	
SETTINGS	DTV	NTSC/PAL
	RGB→White	ON/OFF ***
	DIMMER	000(OFF), 001, 002, 003 or 004
	RESET	Password required*
FAN	OFF	
	AUTO	
	LOW	
	NORMAL	
	HIGH	
	OFF	
KEY LOCK	OFF	**SEE BELOW
	ON	

*The Password for the reset is using the up and down buttons when in the reset menu. The screen will initially display [ ]. The following needs to be pressed ↑↓↑↓↑↓ then press Enter. The screen will then display the word "OK" for 2 seconds and the fixture will reset.

The Password for Key Lock is the same as reset. If key lock is ON then everytime you power up the **eyeBall IP65 the Password is requested. The password must be put in the **eyeBall IP65** display otherwise no changes can be made to the operation of the **eyeBall IP65**.

***RGB→White. If this feature is turned on the Output of the RGB and white can be adjusted for maximum output. Normally the R, G, B, and W all default to maximum of 255 output. However this can be change for each of the color components from a value of 128 up to 255.

7. Static Look.

The **EyeBall IP65** can be set to a single static look quickly.
Use the Menu button to get to **STAT**.
Press Enter.
The next screen will read U.000. This is addressing the UV leds.
Use the ↑ or ↓ to increase or decrease the output of the leds.
Numbers are expressed in DMX values so 0 is no output and 255 is highest output.
Press Enter to save the value.
The screen will automatically advance to the strobe. S.000 means the strobe is off
Use the ↑ or↓ to increase or decrease the speed of the strobing or leave at S.000 if you want no strobe.
S.001 is the slowest and S.020 is the fastest strobing.
Press Enter to save the value. It will automatically bring you back to the output screen again.
Press the Menu button to exit out of **STAT** and back to the Root directory.

8. Run Mode.

Run allows the fixture to operate in either DMX or Slave operation.
Using the Menu button in the root menu go to **RUN**.
Press Enter to get to DMX mode. Press Enter again to save the RUN mode as DMX.
A "ok" will appear and then the display will return to display **RUN**.
If the fixture is to be run in Slave mode, then when DMX mode appears on the screen instead of pressing enter use the ↑ or ↓ to get to SLAV. Then press enter to save the SLAV mode setting.

9. DMX 512 Setting (address).

Sets up the address for the dmx.
Using the Menu button in the root menu go to **DMX**
Press Enter to get into DMX menu and the display will read the current dmx channel.
The display will read for example **d.001**
This means the fixture's current address is **001**
To change it, use the ↑ or ↓ buttons to get to the correct address.
Press Enter to save the dmx address. The display will momentarily display the word "OK" and then go back to the DMX menu.
To exit out to the root directory, use the menu button.

10. Fixture Personality.

There are several different choices on how the fixture will operate.
What these "Personalities" do in terms of their channel assignments is detailed on the tables page 8.
To change a Personality use the Menu button to get to **PERS**
Press Enter and then using the ↑ or ↓ buttons go to the personality required.
Press Enter to save the Personality.

11. ID Address.

A fixture can be addressed (controlled) through the dmx or instead it can have its own unique ID address. There are a total of 255 different ID addresses from 1 to 255.To set up the address for a fixture, use the Menu button in the root menu go to **ID** Press Enter and then using the ↑ or ↓ buttons, to select the ID address. Press Enter to save the address. For the ID address to work you must chose the US id personality. This allows you to access the ID address system on channel 4. Set the DMX address to d.001 for the fixture. So if ID address 123 is chosen then go to channel 4 on the lighting board and set the level at 123. You will then be controlling only fixture(s) with ID address 123.

12. SET. **(Set has several Sub Menus which allow functions to be used).**

1). **REST**

This resets all values to their default.

Using the Menu button, go through the Root Menu until **SET**. Press Enter and then use the ↑ or ↓ buttons to get to **REST**. Press Enter. The display will have 4 dots across the bottom. The password needs to be entered. The password is the following sequence using the ↑ and ↓ buttons.

↑ ↓ ↑ ↓ then press Enter once, to complete the reset. The display will read "OK" followed by a return to the REST sub menu. The Menu button will need pressing to return to the Root Menu. Only when at the Root Menu will dmx control work. Please note the Reset also takes the dmx address back to 001.

2). **DIM**

The Dim function allows different Dimmer curves to be chosen. There are 5 choices.

Choice 1 :- this is Dim OFF. The Dimmer curve is 0 which means any change in dimmer level is instantaneous.

Choice 2:- Dim 1. The dimmer curve has the shortest fade in and fade out time.

Choice 3:- Dim 2. The dimmer curve has the 2nd shortest fade in and fade out time.

Choice 4:- Dim 3. The dimmer curve has the 3rd shortest fade in and fade out time

Choice 5:- Dim 4. The dimmer curve has the longest fade in and the fade out time.

Using the Menu button, go through the Root Menu until **Set**. Press Enter and then use the ↑ or ↓ buttons to get to **DIM**.

Press Enter and then use the ↑ or ↓ buttons to get to the DIM choice required. Once chosen, press Enter to save it and then use the Menu button to exit back to the root directory.

3).**DV**

The **DV** setting allows the ability of the leds to not flicker when using video camera.

The choices are NTSC or PAL. NTSC is the USA system.

Go through the Root Menu until **Set**. Press Enter and then use the ↑ or ↓ buttons to get to **DV**.

Press Enter and then use the ↑ or↓ buttons to get to either NTSC or PAL. Once chosen, press Enter to save the setting and the Menu to exit back to the Root Menu.

13. KEY

The Key function is an access password for the fixture. The **KEY** can be turned OFF or ON which then deactivates or activates the password.
To set the **KEY** go through the Root Menu until **KEY,** press Enter and use the ↑ or ↓ to set the **KEY** to either OFF or ON. If the **Key** is turned ON then a password is required to go into sensitive Menus and to change functions.
The password is ↑ ↓ ↑ ↓ (Up + Down + Up + Down)

14. The Personalities of the eyeBall IP65.
Personality tables.

(for the personality **STAG** please refer to the DMX channel assignments on page 9.
STAG uses all 9 channels as shown in the dmx channel assignment table).

ARC.1

1	0-255	RED
2	0-255	GREEN
3	0-255	BLUE
4	0-50	Linear dimmer speed（DIM=OFF）
	51-100	nonlinear speed1（DIM1）
	101-150	nonlinear speed 2（DIM2）
	151-200	nonlinear speed 3（DIM3）
	201-255	nonlinear speed 4（DIM4）

ARC1.D

1	0-255	MASTER DIMMER
2	0-255	RED
3	0-255	GREEN
4	0-255	BLUE
5	0-50	Linear dimmer speed（DIM=OFF）
	51-100	nonlinear speed 1（DIM1）
	101-150	nonlinear speed 2（DIM2）
	151-200	nonlinear speed 3（DIM3）
	201-255	nonlinear speed 4（DIM4）

ARC2

1	0-255	RED
2	0-255	GREEN
3	0-255	BLUE
4	0-255	WHITE
5	0-50	Linear dimmer speed（DIM=OFF）
	51-100	nonlinear speed 1（DIM=1）
	101-150	nonlinear speed 2（DIM=2）
	151-200	nonlinear speed 3（DIM=3）
	201-255	Nonlinear speed 4（DIM=4）

ARC2.D		
1	0-255	MASTER DIMMER
2	0-255	RED
3	0-255	GREEN
4	0-255	BLUE
5	0-255	WHITE
6	0-50	Linear dimmer speed（DIM=OFF）
	51-100	Nonlinear speed 1（DIM1）
	101-150	Nonlinear speed 2（DIM2）
	151-200	Nonlinear speed 3（DIM3）
	201-255	Nonlinear speed 4 (DIM4)

ARC2.S

1	0-255	MASTER DIMMER
2	0-255	RED
3	0-255	GREEN
4	0-255	BLUE
5	0-255	WHITE
6	0-255	STROBE (0 to 8 is no strobe. From slow at 9 to maximum flash rate at 255)
7	0-50	Linear dimmer speed（DIM=OFF）
	51-100	nonlinear speed 1（DIM1）
	101-150	nonlinear speed 2（DIM2）
	151-200	nonlinear speed 3（DIM3）
	201-255	nonlinear speed 4（DIM4）

HSV

1	0-255	H hue
2	0-255	S saturation level
3	0-255	V brightness
4	0-50	Linear dimmer speed（DIM=OFF）
	51-100	nonlinear speed 1（DIM1）
	101-150	nonlinear speed 2（DIM2）
	151-200	nonlinear speed 3（DIM3）
	201-255	nonlinear speed 4（DIM4）

DMX Channel Assignments.

1	Grand Master for RGBW	0-255
2	**RED** Leds	0-255
3	**GREEN** Leds	0-255
4	**Blue** Leds	0-255
5	**White** Leds	0-255
6	No effect	0-010
	Snap to Red 255	011
	Crossfade Red 255→000 Green 000→255	012-050
	Crossfade Green 255→000 Blue 000→255	051-090
	Crossfade Red 000→255 Blue 255→000	091-130
	Crossfade Red 255→000 White 000→ 255	131-150
	Crossfade Blue 000→255 White 255→ 000	151-170
	Snap to Red 255 Green 255 Blue 255 White 255	171-200
	Snap to White 1 (approximately 3200ºK)	201-205
	Snap to White 2 (approximately 3400ºK)	206-210
	Snap to White 3 (approximately 4200ºK)	211-215
	Snap to White 4 (approximately 4900ºK)	216-220
	Snap to White 5 (approximately 5600ºK)	221-225
	Snap to White 6 (approximately 5900ºK)	226-230
	Snap to White 7 (approximately 6500ºK)	231-235
	Snap to White 8 (approximately 7200ºK)	236-240
	Snap to White 9 (approximately 8000ºK)	241-245
	Snap to White 10 (approximately 8500ºK)	246-250
	Snap to White 11 (approximately 10000ºK)	251-255
7	Strobe effect (0 to 8 is no strobe. From slow at 9 to maximum flash rate at 255)	000-255
8	No effect/function	000-010
	Fan Off	011-020
	Fan Low	021-025
	Fan High	026-030
	Fan Auto	031-040
	No effect/function	041-050
	Red	051-070
	Green	071-090
	Blue	091-110
	Yellow	111-130
	Cyan	131-150
	Purple	151-170
	White	171-190
	Effect #1 (This is a chase loop; the speed of which is controlled by ch9 & cross fade by ch10).	191-210

16. Cleaning and maintenance.

Now ignoring maintenance and cleaning is very good way of creating problems "down the road" and many companies and installations do just that. However the net result is, no matter what the fixture, premature failure!
Changing the oil in a car most people do on a regular basis.
So with the fixtures regular maintenance it an excellent practice, if you want the fixtures to last.
So what is the maintenance for the fixture?

The clear front glass cover for the lenses should be cleaned so the light output is maintained. With the **elektraLite eyeBall IP65** turned off, use only a moist lint-free cloth, and clean the glass cover. Never use alcohol or solvents to clean the fixture. Never spray anything onto the fixture at the front or in any place on the fixture.
Clean the heat sink “fins” at the back of the fixture.
Finally inspect all cable **REGULARLY**, to make sure they have no cracks in the outer sheathing.

17. Technical Specification.

- Operating voltage 100 – 250v
- Frequency 50 – 60 Hertz
- 7 x 12 watt leds
- 100 Vl

Elektralite is a division of Group One. Group One and its divisions are constantly improving their product range and we reserve the right to make changes without prior notice.

Other Products.

Elektralite has other great products that are manufactured under the Elektralite product line.

Go check out the website at www.myelektralite.com

A preview of the products include:-

Elektralite Audience Blinder

Elektralite LightStream

The Unique LightStream. Utilizing 6 x 12 watt quad leds. All individually controllable. Split heads for more simultaneous room coverage. Manual or "auto-pilot" control.

The Elektralite 1018

Using 18 high powered 12 watt leds, the Elektralite 1018 is available using 4-in-1 or 6-in-1 leds. Each led can produce any combination of colors as each led is either an RGBW or RGBWAI device

Elektralite ML602

The ML602 utilizes a 90 watt Led and is a bright as a 250 discharge light source. Features include:- Color wheel, two gobo wheels, rotating gobos, rotating 3 facet prism, focus, dimmer, strobe and 16 bit pan and tilt.